



## ARTILLERIST REDUX

### ARTIFICER SUBCLASS

An Artillerist specializes in using magic to hurl energy, projectiles, and explosions on a battlefield. Along with their massive destructive power, Artillerists must also be proficient in the creation of emplacements and defenses surrounding their cannons, for an immobile and undefended cannon is easily destroyed.

### ARTILLERIST GADGETS

Starting at 3rd level, you learn additional spells when you reach certain levels in this class, as shown in the Artillerist Gadgets table. The spells count as artificer spells for you, but don't count against the number of artificer spells you know.

#### Artillerist Gadgets

Artificer Level	Spells
3rd	Shield of Faith, Magnify Gravity
5th	Shatter, Arcane Blast (See below)
9th	Fireball, Tiny Hut
13th	Gravity Sinkhole, Guardian of Faith
17th	Antilife Shell, Orbital Destruction (See below)



### ELDRITCH CANNON

At 3rd level, you learn how to create a magical cannon. Using smith's tools, you can take a bonus action to magically create an Eldritch Cannon in an unoccupied space on a horizontal surface within 5 feet of you. This Cannon is a Medium object with 15 AC and hit points equal to three times your Artificer level. Once you create a Cannon, you cannot create another Cannon until this Cannon is destroyed. Your Cannon cannot be moved relative to the surface it was created on.

If the Mending spell is cast on a Cannon, it regains 2d8 hit points. When a Cannon falls to 0 hit points, it is destroyed and cannot be restored by any means. You can cause your Cannon to fall to 0 hit points at any time (no action required).

As an action, you can create, load, and fire an Artillerist Munition of your choice (see table below) to a location within 300 feet, but not within 15 feet, of the Cannon. To do so, you must be within 5 feet of your Cannon and must be holding a set of smith's tools. This location serves as the origination point for the chosen Munition's effects, after which the Munition is destroyed. Saving throws called for by Artillerist Munitions use your Artificer spell save DC.

### ARCANE FORTIFICATIONS

Beginning at 3rd level, you erect magical defenses around your Cannon. Creatures of your choice which are within 10 feet of your Cannon have half cover.

### SECTION WARDING

At 5th level, when you fire your Cannon, all creatures of your choice within 30 feet of you gain 2d4 + your Intelligence modifier temporary hit points. This amount increases to 3d4 + your Intelligence modifier at 11th level, and 6d4 + your Intelligence modifier at 17th level.



# COMMANDER'S EMPLACEMENT

Starting at 9th level, when you grant temporary hit points to a creature using your Section Warding feature, you can Mark that creature. While a Marked creature is within 30 feet of your Cannon, they can remove this Mark as a bonus action and immediately teleport to an unoccupied location within 5 feet of your Cannon. Alternatively, a Marked creature within 10 feet of your Cannon can remove this Mark as a bonus action and immediately teleport to an unoccupied location within 60 feet of your Cannon.

# FLYING FORTRESS

Beginning at 15th level, once per long rest when you would create an Eldritch Cannon, you can instead create a Flying Fortress (see stat block below). This Fortress counts as a Cannon for the purposes of this subclass' features, though it uses the assigned statistics for a Flying Fortress instead of those for a Cannon. Additionally, when you fire your Fortress, you can select two target locations instead of one to be affected by the loaded Munition, though a creature can only be affected by one munition at a time.

# ARCANE BLAST

2nd-level evocation

**Casting Time:** 1 action  
**Range:** 90 feet  
**Components:** S  
**Duration:** Instantaneous

Three bolts of arcane energy fly forth from your hands. Make one spell attack roll against a target within range for each bolt. On a hit, a creature takes 3d10 force damage.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you create two additional rays, and one additional ray for each level above 3rd, for a maximum of 7 rays. When you cast this spell using a spell slot of 4th level or higher, the damage of each ray is increased to 4d10.

# ORBITAL DESTRUCTION

5th-level evocation

**Casting Time:** 1 action  
**Range:** 300 feet  
**Components:** V, S, M (A small metal box)  
**Duration:** Instantaneous

You speak into the material component of this spell, calling down divine retribution. Each creature within a 30-foot radius of a point within range must make a Dexterity saving throw. On a failed saving throw, a creature takes 10d6 radiant damage and 10d6 bludgeoning damage, or half as much on a successful saving throw.

# FLYING FORTRESS

Gargantuan Construct

**Armor Class** 15 (natural armor)  
**Hit Points** Equal to ten times your Artificer level.  
**Speed** 15 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	18 (+4)	3 (-4)	7 (-1)	1 (-5)

**Condition Immunities** charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious.

**Damage Immunities** poison, psychic  
**Senses** blindsight 300 ft., passive Perception 14  
**Languages** None, understands the languages you speak.  
**Challenge** -

**Construct.** This creature cannot be targeted by any spell or feature which would restore hit points.

**Regeneration.** This creature regains 20 hit points at the start of its turns.

**Incapacitated.** This creature is incapacitated.





## ARTILLERIST MUNITIONS

Name	Effects
Flameweave Grenade	The munition explodes into a ball of flame. All creatures within 15 feet must make a Dexterity saving throw. On a failed saving throw, a creature takes 2d8 fire damage and is lit Aflame. This damage increases to 3d8 at 5th level, 4d8 at 11th level, and 6d8 at 17th level. On a successful saving throw, a creature takes half damage and is not lit Aflame. A creature which is lit Aflame can put themselves out using an action. A creature which ends its turn while Aflame takes 2d8 fire damage.
Snowfall	The munition bursts in midair, causing a freezing wind to rush outwards. All creatures within 15 feet must make a Constitution saving throw. On a failed saving throw, a creature takes 2d6 cold damage and its movement speed is halved until the end of its next turn. This damage increases to 3d6 at 5th level, 4d6 at 11th level, and 6d6 at 17th level.
Lightning Crucifix	The munition buzzes with lightning, causing strands of crackling electricity to dance. All creatures within 15 feet must make a Dexterity saving throw. On a failed saving throw, a creature takes 2d6 lightning damage and cannot cast spells or make more than one attack per action taken until the end of its next turn. This damage increases to 3d6 at 5th level, 4d6 at 11th level, and 6d6 at 17th level.
Windsong	The munition creates a swirling vortex. All creatures within 15 feet must make a Strength saving throw. On a failed saving throw, a creature takes 2d6 slashing damage, is knocked prone. This damage increases to 3d6 at 5th level, 4d6 at 11th level, and 6d6 at 17th level.
Spellbinder	The munition thrums with power, causing Weave energy to be pulled towards the munition and then extinguished. Choose one spell effect within 15 feet of the munition. The caster of the spell effect must make a Constitution saving throw. On a failed saving throw, the spell effect ends and all creatures within 30 feet of the caster take 1d8 force damage. This damage increases to 2d8 at 5th level, 3d8 at 11th level, and 4d8 at 17th level. If the caster is dead, the spell effect is ended, and nothing more takes place.
Clemency's Light	The munition disintegrates into a ray of aberrant light. All creatures within 15 feet of the munition must make an Intelligence saving throw. On a failed saving throw, a creature takes 2d6 psychic damage and subtracts 1d4 from its next saving throw or attack roll. This damage increases to 3d6 at 5th level, 4d6 at 11th level, and 6d6 at 17th level.

## IMAGE SOURCES

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